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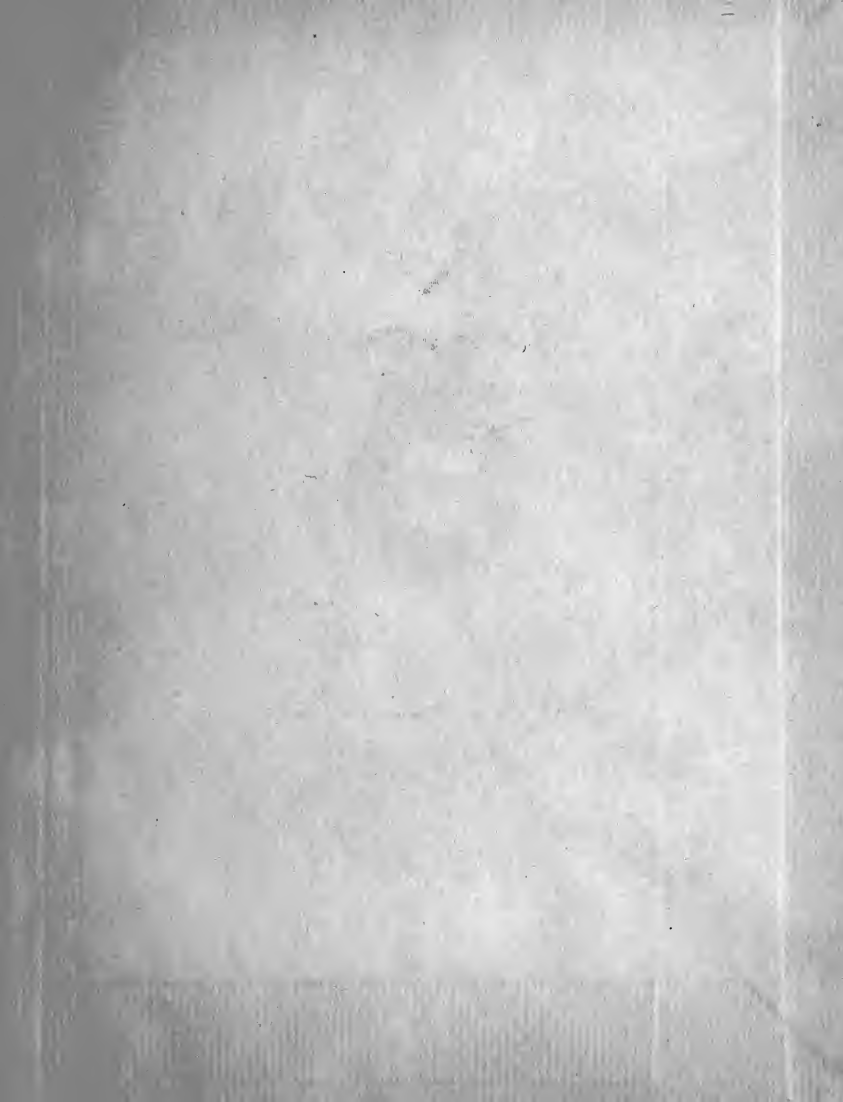
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GAMES

AND

AMUSEMENTS

FOR EVERYBODY.

BY THE COAST CITY'S HUMORIST.

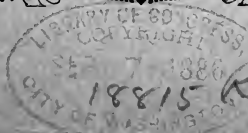
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## PREFACE.

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IN winter, when the long evenings are spent by the family circle collected together around the fire-side in reading or amusement, and in summer, when during the tedious sultry day the mind has become aweary and fatigued with the exertion of reading, and needs some relaxation, it is then that the games described in the following pages are eagerly sought after and pursued. To the many who do not seek the excitement derived from playing Cards, and who may not thoroughly understand Backgammon, Chequers, Don Cossack, or the other games described in these pages, we hope this little volume will prove acceptable. Several of the games are new and not before described, and though not generally known, we hope will win their way into more general favour. The Hand-

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Books of Chess and of Whist having met with very general favour, to those who have not seen them we would venture to recommend them to their notice. The Hand-Book of Whist contains all of the hints and advice contained in Hoyle, with some additions, and will be found useful to old players to decide knotty points, and to beginners to enable them to play properly with those who are experienced. Its convenient size and clearness of type is another advantage. The Chess Hand-Book is compiled from all the best authors on that subject.



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## EVENING AMUSEMENTS.

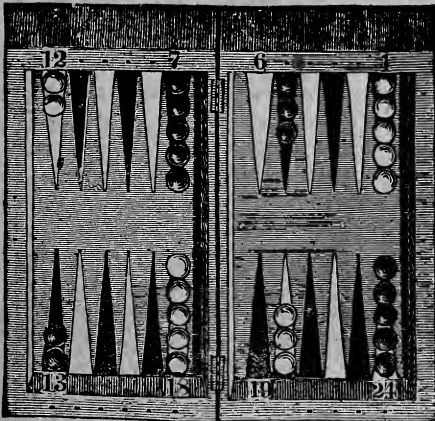
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### BACKGAMMON.

THE game of chess, and most of the pastimes derived from it, depend entirely upon the skill of the players, and afford no chance of success to an indifferent one, if his antagonist be possessed of more knowledge in moving the pieces than himself. Therefore, in order to bring two players of unequal talents nearer to a level, other diversions were invented, in which both chance and skill were united, as we see they are in the game of tables, which in Latin is called *tabularum ludus*, and in French, *tables*. This game is now known by the name of Backgammon. Strutt, in his "Sports and Pas-

times of the People of England," says, "This pastime is said to have been discovered about the tenth century, and the name derived from two French words signifying 'little battle.' But I trust that the derivation may be found nearer home. The words are perfectly Saxon, as Bac, or Bæc, and Gamen, that is, Back Game; so denominated because the performance consists in the players bringing their men back from their antagonist's tables into their own; or because the pieces are sometimes taken up, and obliged to go back, that is, re-enter at the table they came from." The game of Backgammon is allowed on all hands to be the most ingenious and elegant game next to chess.

This game is played with dice by two persons, on a table divided into two parts, upon which there are twenty-four black and white spaces, called points. (See the table represented.) Each player has fifteen men, black and white, to distinguish them, which are disposed of in the following manner: supposing you play into the right-hand table,



two are placed upon the ace point in the a 'versary's table, five upon the six point in the opposite table, three upon the cinque point in the hithermost table, and five on the six point in your own table: the grand object in the game is to bring the men round into your own table; all throws that contribute towards it, and prevent your adversary doing the like, are advantageous, and vice versa.

The best first throw upon the dice is esteemed aces, because it stops the six-point in the outer table, and secures the cinque in your own, whereby your adversary's two men upon your ace-point cannot get out with either quatre, cinque, or six. This throw is an advantage frequently asked and given by a superior player to one not equally skilful.

It is necessary for a learner to know how many points he ought to throw upon the two dice, one throw with another.

There are thirty-six chances upon two dice, in which there are 294 points. Thus :

2 Sixes . . . . .	1	5 and 4 twice . . . . .	2
2 Fives . . . . .	1	5 and 3 twice . . . . .	2
2 Fours . . . . .	1	5 and 2 twice . . . . .	2
2 Trois . . . . .	1	*5 and 1 twice . . . . .	2
2 Deuces . . . . .	1	4 and 3 twice . . . . .	2
*2 Aces . . . . .	1	4 and 2 twice . . . . .	2
6 and 5 twice . . . . .	2	*4 and 1 twice . . . . .	2
6 and 4 twice . . . . .	2	3 and 2 twice . . . . .	2
6 and 3 twice . . . . .	2	*3 and 1 twice . . . . .	2
6 and 2 twice . . . . .	2	*2 and 1 twice . . . . .	2
*6 and 1 twice . . . . .	2		

—  
Chances, 36

BACKGAMMON.

11

2 Aces . . . . .	4	5 and 4 twice . .	18
2 Deuces . . . . .	8	5 and 3 twice . .	16
2 Trois . . . . .	12	5 and 2 twice . .	14
2 Fours . . . . .	16	5 and 1 twice . .	12
2 Fives . . . . .	20	4 and 3 twice . .	14
2 Sixes . . . . .	24	4 and 2 twice . .	12
6 and 5 twice . .	22	4 and 1 twice . .	10
6 and 4 twice . .	20	3 and 2 twice . .	10
6 and 3 twice . .	18	3 and 1 twice . .	8
6 and 2 twice . .	16	2 and 1 twice . .	6
6 and 1 twice . .	14		

Points, 294

Divide 294 by 36 gives 8, which is the average throw upon two dice.

To know the odds of being hit upon an ace.

Look in the table, where you will find thus \* marked.

*2 Aces . . . . .	1	*4 and 1 twice . . .	2
*6 and 1 twice . . .	2	*3 and 1 twice . . .	2
*5 and 1 twice . . .	2	*2 and 1 twice . . .	2

Total 11

Which deducted from 36

The remainder is 25

So that it appears that it is 25 to 11 against hitting an ace, upon a certain, or flat die.

The same method may be taken with any other flat die, as you have seen with the ace.

#### HINTS TO THE LEARNER.

1. If you play three up at backgammon, your principal aim, in the first place, is, either to secure your own or your adversary's cinque-point; when that is achieved, you may play a pushing game, and try to gammon your adversary.

2. The second best point (after you have gained your cinque-point) is to make your bar-point, thereby preventing your adversary's running with two sixes.

3. After having proceeded thus far, you are then to prefer the making your quatre-point in your own tables, rather than the quatre-point out of them.

4. Having effected these points, you have a fair chance to gammon your adversary, if he is very forward; for, suppose his tables are broke at home, it will then become you



interest to open your bar-point, and to force him to come out of your tables with a six: and, having your men spread, you may not only catch that man which your adversary brings out of your tables, but you will also have a probability of taking up the man left in your tables (supposing that he had two men there). And suppose he should have a blot at home, it will then be your interest not to make up your tables; because, if he should enter upon a blot, which you are to make for the purpose, you will have a probable chance of getting a third man; which, if achieved, will give you, at least, 4 to 1 of the gammon; whereas, if you have only two of his men up, the odds are in his favour that you do not gammon him.

5. If you play for a hit only, one or two men taken up of your adversary's makes it surer than a greater number, provided that your tables are made up.

6. *Instructions how to carry your men home.*—When you carry your men home, in order to lose no point, you are to carry the

most distant man to the bar-point of your adversary, that being the first stage; the next stage is six points further, viz., in the place where your adversary's five men are first placed out of his tables; the next stage is upon the sixth point in your tables. This method is to be pursued till your men are brought home excepting two, when, by losing a point, you may save your gammon, by putting it in the power of two fives or two fours to save it.

7. When a hit is only played for, you frequently should endeavour to gain either your own or your adversary's cinque-point; and if that fails by your being hit by your adversary, and you find that he is forwarder than yourself, you must throw more men into his tables; which is done thus: put a man upon your cinque or bar-point, and, if your adversary neglects to hit it, you may then gain a forward game, instead of a back game; but if he hits you, you must play for a back game, and then the greater number of men which are taken up make your game

the better, because you will, by that means, preserve your game at home; and then you should endeavour to gain both your adversary's ace and trois points or his ace and deuce points, and take care to keep three men upon his ace point, that if you hit him from thence that point may remain still secure to you.

8. At the beginning of a set do not play for a back game, because it would be running the risk of a gammon to win a single hit.

#### RULES

*For playing, at setting out, the 36 chances of the dice, when you are to play for a gammon, or for a single hit.*

1. Two aces, to be played on your cinque point and bar point.

2. Two sixes, to be played on your adversary's bar point, and on your own bar point.

3. \*Two trois, to be played on your cinque point, and on your trois point in your own table, for a gammon only.

4. †Two deuces to be played on your quatre

point, in your own tables, and two from the five men placed in your adversary's tables, for a gammon only.

5. †Two fours, from the five men placed in your adversary's tables, to the cinque point in your own tables, for a gammon only.

6. Two fives, from the five men placed in your adversary's tables, to the trois point in your own tables.

7. Size-ace, you are to take your bar point.

8. Size-deuce, a man from the five men placed in your adversary's tables, to the cinque point in your own tables.

9. Six and three, a man from your adversary's ace point, as far as he will go.

10. Six and four, a man from your adversary's ace point, as far as he will go.

11. Six and five, a man from your adversary's ace point, as far as he can go.

12. Cinque and quatre, a man from your adversary's ace point, as far as he can go.

13. Cinque-trois, make the trois point in your tables.

14. Cinque-deuce, two men from the five placed in your adversary's tables.

15. \*Cinque-ace, one man from the five placed in your adversary's tables for the cinque, and one man on the cinque point in your own tables, for a gammon only.

16. Quatre-trois, two men from the five placed in your adversary's tables.

17. Quatre-deuce, make the quatre point in your own tables.

18. †Quatre-ace, a man from the five placed in your adversary's tables for the quatre, and a man upon the cinque point in your own tables, for a gammon only.

19. Trois-deuce, two men from the five placed in your adversary's tables, for a gammon only.

20. Trois-ace, make the cinque-point in your own tables.

21. \*Deuce-ace, play one man from the five men placed in your adversary's tables for the deuce; and for the ace, a man upon the cinque point in your own tables, for a gammon only.

## RULES

*How to play the chances that are marked thus \* a hit only.*

1. \*Two trois, two of them on your cinque point in your own tables, and two on the quatre point in your adversary's tables.

2. †Two deuces, two on your quatre point in your own tables, and two on the trois point in your adversary's tables.

The two preceding cases are to be played in this manner, for this reason, viz., that thereby you avoid being shut up in your adversary's tables, and have the chance of throwing high doublets to win the hit.

3. \*Two fours, two on your adversary's cinque point in his tables; and two men from the five placed in your adversary's tables.

3. \*1. Cinque-ace, play the cinque from the five men placed in your adversary's tables, and the ace from your adversary's ace-point.

5. \*2. Quatre-ace, play the quatre from the five men placed in your adversary's tables, and the ace from the men on your adversary's ace point.

6. \*3. Deuce-ace, play the deuce from the five men placed in your adversary's tables, and the ace from your adversary's ace point.

7. These last three chances are played in this manner, for the following reason; by laying an ace down in your adversary's tables, you have a probability of throwing deuce-ace, trois-deuce, quatre-trois, or size-cinque, in two or three throws: in any of which cases you secure a point, which gives you vastly the best of the hit.

You may observe by the directions given in this chapter, that you are to play nine chances out of the thirty-six in a different manner for a single hit than for a gammon.

#### CAUTIONS, OBSERVATIONS, AND HINTS.

1. To play for a gammon you are to make some blots on purpose, the odds being in your favour, that they are not hit: but if any blot is hit, as you will have three men in your adversary's tables, you must then try to secure your adversary's cinque, quatre, or trois point, to prevent a gammon, and must

be very cautious how you suffer your adversary to take up a fourth man.

2. Do not crowd your game by putting many men either upon your trois or deuce point in your own tables; which is, in effect, losing those men by not having them in play. Besides, by crowding your game, to save a gammon, you are often gammoned: because when your adversary finds your game crowded in your own tables, he may then play his game as he thinks proper.

3. By the following calculations, you may know the odds of entering a single man upon any given number of points, and the game should be played accordingly.

4. If you are obliged to leave a blot, by recourse to the calculations for hitting it you will find the chances for and against you, and be enabled to judge how to play your game to the greatest advantage.

5. You will also find by the calculations the odds for and against you, upon being hit by double dice, and consequently you will have it in your power to choose such a method of play as is most to your advantage.



6. If it is necessary to make a run, in order to win a hit, and you would know to a point which is most forward, your adversary or you;

Reckon how many points you must have to bring home to your size point in your own tables the man that is at the greatest distance from it, and do the like by every other man that is abroad; when the numbers are summed up, add to them the following numbers for those already on your own tables (supposing the men that were abroad as on your size point, for bearing), namely, six for every man to the size point, five for every man on the cinque point, four for every man on the quatre point, three for every man on the trois point, two for every man on the deuce point. Do the like to your adversary's game, and then you will know which of you is forwardest and likeliest to win the hit.

DIRECTIONS FOR A LEARNER TO BEAR HIS  
MEN.

1. If your adversary is much before you, never play a man from your quatre, trois, or

3  
2  
1  
0  
0  
2  
2  
1

deuce points, in order to bear that man from the point where you put it, because nothing but high doublets can give you any chance for the hit : always play them from your size or highest point ; so that throwing two fives, or two fours, will, upon having eased your size and cinque points, be of advantage ; whereas, had your size point remained loaded, you must, perhaps, be obliged to play at length those fives and fours.

2. Whenever you have taken up two of your adversary's men, and have two, three, or more points made in your own tables, spread your men, in order either to take a new point in your tables, or be ready to hit the man which your adversary may enter. As soon as he enters one of his men, compare his game with yours ; and if you find that the game is upon a par, or better, never fail taking his man up if you can, it being 25 to 11 against his hitting you ; which chance being so much in your favour, you should always run that risk, when you have already two of his men up.

An exception may be made to this rule; if you play for a single hit only, and your playing that throw otherwise gives you a superior chance for the hit, you ought not to take up that man.

3. Never be deterred from taking up any one man of your adversary's by the fear of his hitting you with double dice, because the fairest probability he has of hitting you is 5 to 1 against him.

4. If you have five points in your tables, and have taken up one of your adversary's men, and are forced to leave a blot out of your tables, leave it upon doublets, in preference to any other chance; because doublets are 35 to 1 against his hitting you, and any other chance is but 17 to 1 against him.

5. Two of your adversary's men in your tables are better for a hit than if you had more, provided your game is more forward; because his having three or more men in your tables gives him more chances to hit you than if he had but two men in them.

6. If you are to leave a blot upon entering

a man upon your adversary's tables, or otherwise, leave it upon the point most disadvantageous to him. For example, if it is his interest to hit you or take you up as soon as you enter, leave the blot upon his lowest open point, because (as has been stated before) all the men your adversary plays upon his trois or his deuce points are deemed lost, being greatly out of play, and his game will be crowded there, and open elsewhere, whereby he must be greatly annoyed.

7. To prevent your adversary from bearing his men to the greatest advantage, at the time you are running to save your gammon, it is your advantage to leave a man upon your opponent's ace point, which will prevent his bearing his men to his greatest advantage, and will also give you the chance of his making a blot, which you may chance to hit. However, if, upon a calculation, you find that you have a throw, or a probability of saving your gammon, never wait for a blot, because the odds are greatly against hitting it.

*Cases by way of example to calculate the odds of saving or winning the Gammon.*

1. If your adversary has so many men abroad as require three throws to put them into his tables, and your tables are made up, and you have taken up one of your adversary's men; it is about an equal wager that your opponent is gammoned.

Because, in all probability, you will have borne two men, before you open your tables, and when you bear the third man, you will be obliged to open your size or cinque point: in that case it is probable that your adversary is obliged to throw twice before he enters his man in your tables, and two throws more before he puts that man into his own tables, and three throws more to put the men which he has abroad into his own tables; in all seven throws; now as you have twelve men to bear, these probably will take seven throws in bearing, because, before you can bear all your men, you may twice be obliged to make an ace, or a deuce.

N. B. No mention is made of doublets of either side, that event being equal to each party.

The preceding case, duly attended to, shows how to calculate, very nearly, the odds of saving or winning a gammon, upon most occasions.

2. Suppose I have three men upon my adversary's ace point, and five points in my own tables; and that my adversary has all his men in his tables, three upon each of his five highest points.

*Question.* Whether the probability is for the adversary's gammoning me or not.

*Answer.*

For his bearing three men from his	<i>Pts.</i>
6th point is	18
	5th point 15
	4th point 12
	3d point 9
	2d point 6
	<hr/> In all 60

Bringing my three men from my adversary's ace point, to my size point in my tables, being 18 points each, make in all

54
<hr/> Remains 6

Now, in addition to the six points in your favour, there is a further consideration for you, which is, that your adversary may make one or two blots in bearing, as is frequently the case: by this calculation, you have greatly the better of the probability of saving your gammon.

N. B. This case is supposed upon an equality of throwing.

3. Suppose I leave two blots, either of which cannot be hit but by double dice; to hit the one, that cast must be eight, and the other must be nine; so that my adversary has only one die to hit either of them.

The odds are 25 to 11 against hitting either of those blots.

4. Suppose I leave two other blots than the former, which cannot be hit but by double dice, the one must be hit by eight, and the other by seven:

It is 2 to 1 that I am not hit.

*A critical Game to play.*

Suppose A and B place their men in the following manner for a hit:

A, three men upon his size point in his own tables, three men out of his tables upon his usual point, and nine men upon his adversary's ace, deuce, and trois points, three upon each; and suppose B's men to be placed in his own, and in his adversary's tables, in the same manner and order.

Situated thus, the best player ought to win the hit.

Now, if A throws first, he ought to endeavour to gain his adversary's cinque point; when that is done, let him lay as many blots as possible, to tempt B to hit him; for every time that B hits them will be to A's advantage, because it puts him backward; and let A take up none of B's men for the same reason.

A should endeavour to have three men upon each of his adversary's ace and deuce points; because, when B makes a blot, these points will remain secure, and when A has borne five, six, or more men, A may yet secure six close points out of his tables, in order to prevent B from getting his man home; and by recourse to calculation he may easily find out



(in case he makes out his tables) who has the best of the hit; and if he finds that B is the foremost, he should then try to lay such blots as may be taken up by his adversary, that he may give him a chance for taking up another man, in case B should have a blot at home.

Those who play the foregoing game well, may rank in the first class of backgammon players.

*A Case of Curiosity.*

A and B play at backgammon; A has borne thirteen men, and has two men to bear upon his deuce point; B has thirteen men in his own tables, and two men to enter. B is to throw, and to name the throws both for himself and A, but not to hit a blot of either side.

Now, what throw is B to name for both parties, in order to save his gammon?

*Answer.* B calls for himself two aces, which enters his two men upon A's ace point. B also calls two aces for A, and therefore A can neither bear a man nor play one: then

B calls for two sixes for himself, and carries one man home upon his size point in his own tables, and the other he places upon his adversary's bar point: B also calls size-ace for A, so that A has one man left to bear, and then B calls for himself either two sixes, two fives, or two fours, any of which bear a man, if he has men in his tables upon those points, and saves his gammon.

The following question is worth attention, as being critical and instructive.

Supposing that yours and your adversary's tables are made up;

And that you have one man to carry home, but that he has two men on your bar point to carry home, which lie in wait to catch your man, and that if you pass him you are to win the hit: suppose also that you have it in your option to run the risk of being hit by seven or eight, both of which are chances upon double dice:

*Question.* Which of these chances is it best for you to venture?

*Answer.* That of seven, for the following reasons :

*First.* Because the chances of being hit by seven or eight are equal.

*Second.* If he does not hit seven, you will then have in your favour 23 chances to 13, that by your next throw you either hit him or pass beyond him.

**DON COSSACK,**  
**OR, THE RUSSIAN GAME.**

**WHEN** this game was invented we are unable to say, but it was most probably introduced into England from Russia, and from thence to this country, not very many years since. It is in some respects similar to Backgammon, though far less complicated; many who have learnt it prefer it much to Backgammon, though, perhaps owing to its requiring less exertion of mind and skill, it does not seem to be much known or practised; it is usually a much shorter game.

It is played upon the ordinary Backgammon boards, and with the same number of men. After it is decided who is the first player, the game is commenced by each alternately throwing the dice and placing their men upon the board according to the numbers thrown. Each player enters his men on the same table. Either side of the board can be used

at the table, one end serving to enter the men upon, and the opposite end for the final battleground.

Now, reader, we will commence the game with you. We will take the left-hand side of the board for our table, the men being off the board. The first player having thrown the dice, we will suppose him to have thrown 2 and 5; he places one of his men on each of those points. The second player throws, and it comes up 4 and 5; he places one of his men on each of those points, throwing off his adversary's man from the five point. The first player again throws, and turns up 1, and he places others of his men on those points thus covering his deuce. The second player in his turn now throws 4 and 6, which will cover his quatre-point. First player again throws and turns up doublets, deuces being uppermost; he places *four* of his men on his deuce-point, and *four* more on the cinque-point, throwing off his adversary's man, because five was the number on the other side of the dice; he has now another throw also.

This is continued until either one or both have their men entered on the board. When such is the case, the game may be said to be fairly commenced. The one who first has all his men entered, commences playing his men into the other tables, and the game is continued in the same manner as Backgammon; the object being to get your men all into the opposite end of the table from the one on which you entered as soon as possible, to enable you to commence throwing them off. The player who succeeds first in doing so, wins the game.

When entering your men, if any point you throw is occupied by one of your adversary's men, you enter yours and throw his off to be re-entered; if any point should be occupied by *two* of his, you cannot enter, and that part of your throw is useless.

Doublets are of great advantage, the player throwing one, when entering, having the right to place *four* of his men on *each* of the points thrown and to have an additional throw; and

when throwing off, the right to take off four from each point and to have another throw.

If any of your men is taken up by your adversary, they must be re-entered before you can play another.

It is desirable to make points in the final table as early as possible, as it prevents your adversary from having as many chances of entering.

The game becomes more interesting as you near the end, as frequently in throwing off a point is left uncovered, when your adversary may, perhaps, take you up and oblige you to re-enter, and before you can again get around throw off his last man, thus winning the game. It is thus a game which teaches you never to despair, for though you may be ever so much behind, you still have nearly the same chance of winning the game as your adversary has.

**THE ENGLISH GAME.**

**THIS** is somewhat similar to backgammon. The player who sits on the side of the board marked 1—12, has fifteen men in the part marked 24, and he who sits on the side marked 13—24 has a like number of men in the part 1. They play with three dice, or else with two, allowing always (that is, at every throw) six for a third die. Then he who is seated at 1—12 must bring all his men placed at 24, through the partitions, from 24 to 19, from 18 to 13, and from 12 to 7, into the division 6—1, and then bear them off; his opponent must do the same from 1 to 7, thence to 12, thence to 18, into the compartment 19—24; and he who first bears off all his men is conqueror. The most material circumstances in which this game differs from the ordinary method of playing backgammon, are: in having three dice instead of two, or reckoning a certain number for the third; and, in placing all the men within the antagonist's table, which must be put upon his ace point.



**DRAUGHTS, OR CHEQUERS.**

**THIS** interesting game is believed to be of very remote origin, as it would seem to have been known in the tenth century; although no account of it, at least, none specifying its character, occurs before the middle of the sixteenth century, in 1551. In 1668, Mons. Mallet, a Professor of Mathematics, in Paris, published an elaborate treatise upon the game.

Draughts, in point of intellect and complexity, is second only to Chess. The moves being the result of study, and not of mere chance, the game is consequently not employed as a vehicle for gambling, and no objection to it can possibly arise on that score; for, as the great authority upon the game, Joshua Sturgis, observes: "It guards simplicity from the lures of deceit, and prevents cunning from preying on credulity; for where superior skill alone commands success,

the ignorant are not mad enough to hazard their fortunes in a contest where loss is certain, and gain impossible. Considering the game as an amusement, it cannot be denied that it tends to improve those faculties of the mind which are eminently useful in every condition of life; and may, therefore, be made the school of wisdom, but cannot, like the gambling-table of chance, become the nursery of vice."

There are two methods of playing at Draughts: the one commonly used, denominated the French Game, which is played upon a chess-board, and the other, called the Polish Game, because, I presume, the first was invented in France, and the latter in Poland. This requires a board with ten squares, or chequers, in each row, and twenty men. The draught-man is called in French, *dame*. The men in the Polish game can only move forwards, as they do in the French game, but they have the privilege of taking backwards as well as forwards; and the king, if not opposed by two men close together, can move

from one corner of the board to the other. The Polish game admits of most variety, and is, in my opinion, infinitely the best; but it is little known in this country, and rarely played, except by foreigners.

The draught-board is a square, divided into sixty-four compartments, alternately chequered black and white. The draughtsmen, which are moved on these squares, according to certain regulations, are twenty-four in number, divided into two sets of twelve each, one set being white, and the other black.

For the sake of perspicuity, and facility of describing the different moves, we give a representation of a board, with the squares numbered; and beginners will find it much to their interest, to thus number the corners of the squares on a board itself, as by such a plan they can learn the moves far more readily than otherwise.

On beginning a game, the men should be placed on the white squares, at the opposite ends of the board, the white occupying the

	1		2		3		4
5		6		7		8	
	9		10		11		12
13		14		15		16	
	17		18		19		20
21		22		23		24	
	25		26		27		28
29		30		31		32	

squares 1 to 12, and the black men those marked from 21 to 32, respectively. The board must be placed between the players, so that each has an upper white corner on his right hand. When the men are all arranged in due order, the right of first move should be decided by lot, as should also the choice of men. The men, however, should be ex-

changed every game, so that each player may alternately use the black and white men; and the first move of each game should be taken alternately also. Ere showing how a game is opened, it is necessary to describe the mode in which the men move.

The men can only progress forward diagonally, one square at a time, on the white squares; but if any of them can gain the last row of squares in their adversary's board, then such pieces are termed kings, and they may be moved backward as well as forward, of course still keeping on the diagonals. The men take in the direction in which they move, passing over any opposing piece into the vacant white square behind him; for it must be understood that no other pieces than those which are left unsupported, that is, those that have a vacant white square behind them, are liable to be captured; these *must be taken* whenever offered or exposed. If, however, several men are left unsupported, they are likely to be all taken by one move; as, for instance, if there be three white men,

on the squares 10, 18, and 26, a black man on 7 may take the whole of them at a time, by leaping first into square 14, then into 23, and then into 30. The three captured men must be removed from the board; and the victorious piece, having attained to the last row on his adversary's ground, must be doubled, or crowned a "king," that is, another piece of the same colour, which may have been taken in the earlier stages of the game, must be put upon him.

Thus much being premised, we proceed to our instructions respecting the commencement of a game. The men being deposited, and the first move settled, seven moves are open to each player to begin with, thus: the front line of black men may move from 9 to 13 or 14, from 10 to 14 or 15, from 11 to 15 or 16, and from 12 to 16 only; the white men move either from 21 to 17 only, from 22 to 17 or 16, from 23 to 18 or 19, and 24 either to 19 or 20. Of these moves, the best for the black is that from 11 to 15; and for the white, from 22 to 18.

Supposing black begins the game by moving 11 to 15, and white responds to it by playing 22 to 18, it is imperatively requisite that at the next move the black man takes the white, by passing over him into the empty square number ; else he must stand what is technically termed the "huff," that is, white may either take his opponent's man from the board, without remark, as a penalty for his neglecting to capture, or he may insist upon his own piece being taken. The "huff" is not considered as a move, the white still having the move before his adversary can take his turn. A brief example will illustrate the power of a "king," and render it more intelligible : suppose it a white king's turn to move, whose station is on 32, and that a black king is on square 27, a black man on 18, and another black king on 17, the white king can take all three, and remain on 21 ; but if the player neglect to pass over and capture all of them, and content himself with taking only one of the pieces, he must stand the "huff," at the option of his antagonist, who may in

sist on his taking all, or allow his king to be removed from the board. If, instead of a king, it be only a white man on 32, then he can take only the black king on 27, and the man on 18, and assume his place on 14, the black king removing him at the next move, by way of reprisal. This example defines the kingly and common powers, as the latter are never allowed to take by a backward move.

The game is won when one player has captured or blockaded the men belonging to his antagonist, in such a manner, that he has either no piece left to play with, or no space in which to move those men he has; but when the parties are so equally skilled, that when each has lost many men, and, consequently, neither can gain any great victory, then the game should be given up as drawn. In order to prevent any unnecessary delay in such cases, it has been settled, that the person who is the strongest should be compelled to finish the game in a given number of moves. If, for example, there be two black



kings with one black man, or three black kings to two white ones, on the board, and the player of the white, perceiving that his opponent, although unable to win, continues to prolong the game with obstinacy, he has the privilege of insisting that the game shall either be finished or given up when forty moves shall have been made by each player. If two kings be matched against one, then the number of moves must not exceed twenty; the moves being, of course, reckoned from the notice given. As a complete game is usually made in a quarter of an hour, it is expected that no player will hesitate for more than three minutes when about making a move; if he does so, his opponent may require him to proceed; and if he pauses for five minutes longer, then he is considered to have lost the game.

To have the move is sometimes of great advantage, particularly in critical situations, over a well-skilled adversary. This term "having the move," signifies your holding a superiority of position on the board, by which

you may ultimately force your antagonist into a confined situation, and secure to yourself the last move in the game. To ascertain whether you or your antagonist has the move, two plans have been laid down; one of which is, to count the white squares which intervene between the opposing men; and the other, to strike a right angle between them.

So long as each player gives man for man, the move must necessarily belong to each alternately; the first player having it at the odd numbers, 11, 9, 7, 5, 3, 1, and the second at the even, as 12, 10, 8, 6, 4, 2; therefore, before the move can be shifted out of these rules some error must be committed by one or other of the players.

To find out the move by counting the men and calculating the intervening white squares, or those squares over which the respective men must move, according to the laws of the game, ere they come into contact with each other:—first count the men and squares, and if the men be even and the squares odd, or the squares even and the men odd, the move

is yours; and if both be even or both odd, the move belongs to your antagonist. This the following situation will readily explain, white being to play first:—

White	*26	1	28*	Black
	32			

The adverse pieces are here even, and the white squares odd; as from the white king on 26 to the black king on 28 there intervene three white squares, 31, 27, and 24; and between 32, a white man, and 19, a black man, there are the two white squares, 26 and 23, which make in all, five; consequently, the move belongs to white. White, observing that the game is his, moves from 32 to 27, the black king moves from 28 to 32, and the white man on 27 next proceeds to 24, and is taken by the black man, who must be put upon 28; the white king is next moved to 23; the black king, having no alternative goes to 27, and is captured by the white; and as the black man, whose turn it is to move, cannot play, the game is, of course, finished.

The mode of ascertaining the move by striking a right angle between the men, is a shorter plan than the foregoing, and equally efficacious. If you wish to know whether any particular white man has the move over any of his opponents, observe carefully the positions of both parties; and if the right angle end in a black square under the black man, white has the move. For example, if white is to play, and his piece is on 30, and his antagonist's man is on 3, by drawing a line from each, so as to describe a right angle, you will perceive that the lines cut in the black square between 31 and 32, immediately under 3; and therefore, white has, in that instance, the move. Should, however, the white man be on 25, the lines will cut on 27, showing the reverse of the former experiment. This is a general rule, and will serve for any number of pieces.

The player who opens the game derives no advantage from being the first player; for, the men and squares being then even, he cannot have the move; nor can his opponent,

although he has it, make it of any importance to himself; and, as we before observed, so long as the players give man for man, the move must, of course, belong to each, alternately.

#### LAWS OF THE GAME.

1. The first move of every game must be taken by each player alternately, whether the last was won or drawn; but the first move of the first game of each sitting, must be decided by lot.

2. The choice of men for the first game at the beginning of the sitting, is also to be decided by lot, but they must be changed every game, so that each player may have the white and black men alternately.

3. The men may be properly adjusted on the squares, in any part of the game; but, after they are so placed, whichever player, when it is his turn to move, touches a man, he must play it somewhere, if practicable; and if the man have been so far moved from his square as to be visibly over the angle

separating the squares, and thence indicative of a move, such move must be completed.

4. Pointing over the board, or employing any action likely to interrupt your antagonist, or hinder his full view of the board, is not permitted.

5. When several men are *en prise*, or threatened by the same man, at the same time, in opposite directions, that is, two one way and one the other, the player whose turn it is to move may take which he pleases; and, as it would be impossible for him to take all the men both ways, no penalty can be exacted for the omission.

6. In the event of standing the "huff," it is at the opponent's option, either to take the man, or insist on the adverse party taking his man omitted by the "huff."

7. When a game has been prolonged to a tiresome length, and only a few pieces remain on the board, without, however, any chance of the players giving up, the stronger party may be required to win the game in a certain number of moves, suppose forty

moves for each player, or consider it as a drawn game; the moves, of course, being counted from the notice given. If two kings be opposed to one king, the moves not to exceed twenty for each player. When the odds of the drawn game are given, the game should be continued to a more advanced stage than in other cases; and when the situations become so equal that neither party can gain the advantage, then he who gives the draw must either drive his opponent from his strong position, or be adjudged to have lost the game.

8. Not more than three minutes are allowed for considering a move; if a longer time be taken by each player, his opponent may request him to proceed; and if he pause five minutes further time, after such notice, he loses the game.

9. In the event of a false move being made, such as moving out of turn, or moving a common man backward, as though he were a king, the man must be moved to some square, according to law III., but with this addition, that it shall be moved to wherever

the adversary may dictate, consistent with the rules of the game; or, if he so please, the false move may be allowed to stand, as best suits his plan.

10. During a game, neither party can quit the room without the consent of his opponent, otherwise he forfeits the game.

11. If a dispute occur between the two players, it should be referred to a third party, whose decision is to be considered final, in all cases in which the laws of the game do not offer any explanation; and any player who does not submit to the rules laid down, or abide by the decision of the said third party, is to be adjudged to have lost the game to his adversary.

12. Bystanders must abstain from all remarks during the progress of a game, neither may they advise or interrupt either of the players.

#### CONCLUDING OBSERVATIONS.

Keep your men as much in the centre of the board as possible, for they can move into



the diagonals on either side, which if they be in the side squares, cannot be done.

Be not over hasty in your movements, but calculate the moves, so that you may in some measure judge what consequences will follow the steps you take.

In calculating the moves, do it mentally ; as pointing from square to square is both improper and unbecoming.

Be decided in action, and never touch a man without moving it.

If one player be stronger than the other, odds should be given to the weaker party, either by giving a man in a rubber of three games, or by allowing the weaker party to consider all the drawn games of the sitting as won by him.

Avoid conversing with the intention of annoying your opponent.

Never triumph over a vanquished opponent ; and if you be repeatedly defeated, let it stimulate you to fresh exertions, so that in your turn you may be the conqueror.

## DOMINOES.

DOMINOES is a game of modern invention ; and though far inferior to draughts, and immeasurably below chess in point of intricacy, still it requires much attention and practice to make a skilful player.

This game is played by two or four persons, with twenty-eight oblong pieces of ivory, all of the same size and shape, plain at the back, but on the face divided by a black line in the middle, and indented with spots from one to a double-six ; these pieces are, a double-blank, ace-blank, double-ace, deuce-blank, deuce-ace, double-deuce, trois-blank, trois-ace, trois-deuce, double-trois, four-blank, four-ace, four-deuce, four-trois, double-four, five-blank, five-ace, five-deuce, five-trois, five-four, double-five, six-blank, six-ace, six-deuce, six-trois, six-four, six-five, and double-six. Sometimes a double set is played with, of which double-twelve is the highest.

At the commencement of the game, the dominoes are well mixed together, with their faces upon the table. Each person draws one; and, if four play, those who choose the two highest are partners, against those who take the two lowest; drawing the latter also serves to determine who is to lay down the first piece, which is reckoned a great advantage. Afterwards, each player takes seven pieces, or nine, according to agreement, at random. The eldest hand having laid down one, the next must pair him, at either end of the piece he may choose, according to the number of pips, or the blank in the commencement of the piece; but whenever any one cannot match the part, either of the domino last put down, or of that unpaired at the other end of the row, then he says, "go"; and the next is at liberty to play. Thus they play alternately, either until one party has played all his pieces, and thereby won the game, or till the game be "blocked"; that is, when neither party can play, by matching the

pieces, where unpaired, at either end; then that party wins who has the smallest number of pips on the pieces remaining in their possession. It is to the advantage of every player to dispossess himself as early as possible of the heavy pieces, such as double-six, five, four, &c.

Sometimes, when two persons play, they take each only seven pieces, and agree to *play* or *draw*; that is, when one cannot come in, or pair the pieces on the board at the end unmatched, he is then to draw from the fourteen pieces in stock till he finds one to suit.

Another way of playing this game is, the players continue alternately to lay down their pieces as long as they can be matched, and he who first gets rid of all his pieces wins the game; but if it so happens, as it often does, that neither of them have exhausted their pieces, nor can match the open numbers on the table, they then discover what remains on both sides, and he whose pieces contain the fewest spots obtains the victory. Sometimes four play in which case they deal

out six dominoes to each, leaving only four upon the table, and then play on in rotation.

## EVERLASTING

is another game played with dominoes, so called from its length; frequently, when there are several players, lasting for three or four hours. The pieces are shuffled and distributed, with their backs up, equally amongst the players; each player places his men together in a line and plays from one end of it, while at the other he places the men which he captures. The first player having laid down his piece, the next one follows, and so on, until one of the party places upon the pile a piece which will in either one of its halves match the previous piece laid down. Thus, if a piece having on it a blank and a three is laid down, and the next player places upon it a piece having on it either one of those marks, the second player takes up both pieces and places them at one end of his line, and then places another upon the table for competition by the next player. This is a game of mere

chance, but often affords amusement from the excitement caused by the constantly varying fortunes of each player. The person who plays the longest, taking all his adversary's men, wins the game.

A very interesting game, similar in its character to the above, is played with cards. The cards should be shuffled and dealt with the backs up, the dealer turning up the last card, the person to whom it belongs being considered as the first player. The others follow in proper succession, each one playing from the top of the pack in his hand, and placing his tricks underneath.

The only difference between this game played with cards and with dominoes, consists in the counting. When an ace is turned up the next player lays down four in succession, provided, before he finishes laying down four he shall not have laid down another face card; in which case, the next player lays down to it. To a King, three are to be played; to a Queen, two; to a Jack or Knave, one.

#### MERELLES.

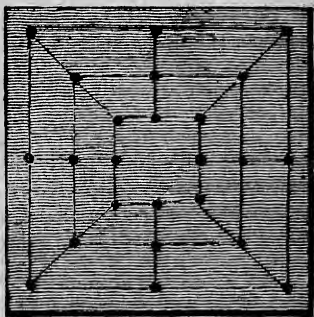
If in either case, the proper number is laid down without another face card turning up, the owner of the card takes the whole trick. In this game the best card is the Knave, as it is seldom that another face card turns up when it is being played to, the owner thereby gaining the trick. None of the players should look at the cards in their hands, but play from the top, and put the tricks beneath.

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#### MERELLES—NINE-MENS' MORRIS.

MERELLES, or as it was formerly called in England, Nine-Men's Morris, and also Five-penny Morris, is a game of some antiquity. Cotgrave describes it as a boyish game, and says it was played there commonly with stones, but in France with pawns, or men, made on purpose, and these were termed Merelles; hence the pastime itself received that denomination. It was certainly much used by the shepherds formerly, and conti

nues to be used by them, and other rustics, to the present hour. But it is very far from being confined to the practice of boys and girls. The form of the merelle-table, and the lines upon it, as it appeared in the fourteenth century, are here represented.



These lines have not been varied. The black spots at every angle and intersection of the lines are the places for the men to be laid upon. A board may be easily made at home by pasting a thick piece of paper, such



as thin bristol board or thick drawing-paper, upon a smooth square piece of board, and then neatly drawing the above pattern upon it.

The men are different in form or colour for distinction's sake; the ordinary chequers will answer; and from moving these men backwards or forwards, as though they were dancing a morris, I suppose the pastime received the appellation of Nine-Mens' Morris; but why it should have been called fivepenny Morris, I do not know. The manner of playing is briefly this:—Two persons, having each of them nine pieces, or men, lay them down alternately, one by one, upon the spots; and the business of either party is to prevent his antagonist from placing three of his pieces so as to form a row of three, without the intervention of an opponent piece. If a row be formed, he that made it is at liberty to take up one of his competitor's pieces from any part he thinks most to his own advantage; excepting he has made a row, which must not be touched if he hav

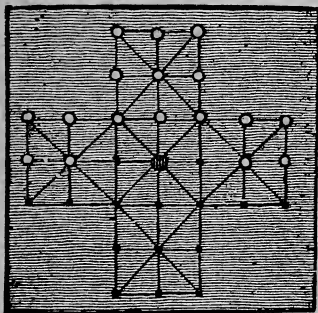
another piece upon the board that is not a component part of that row. When all the pieces are laid down, they are played backwards and forwards, in any direction that the lines run, but only can move from one spot to another at one time; he that takes off all his antagonist's pieces is the conqueror.

The rustics, when they have not materials at hand to make a table, cut the lines in the same form upon the ground, and make a small hole for every dot. They then collect, as above mentioned, stones of different forms or colours for the pieces, and play the game by depositing them in the holes in the same manner that they are set over the dots upon the table. Hence, Shakspeare, describing the effects of a wet and stormy season, says :

**The folds stand empty in the drowned field,  
And crows are fatted with the murrain flock ;  
The nine-mens' morris is filled up with mud**

### FOX AND GEESE.

**T**HIS is a game somewhat resembling that of merelles in the manner the pieces are moved, but in other respects, as well as in the form of the table, it differs materially; the intersection and angles are more numerous, and the dots of course increased, which adds to the number of the moves.



To play this game there are seventeen pieces, called Geese, which are placed as we see them upon the engraving, and the Fox in the middle, distinguished either by his size, & difference of colour, as here, for instance, he

is black. The business of the game is to shut the Fox up, so that he cannot move. All the pieces have the power to move from one spot to another, in the direction of the right lines, but cannot pass over two spots at one time. The Geese are not permitted to take the Fox if he stands close to them, but the Fox may take a Goose, in like case, if the spot behind it be unoccupied, or not guarded by another Goose; and if all be taken, or the number so reduced that the Fox cannot be blocked, the game is won.

The board is sometimes made with holes bored through it, where the dots are made, and pegs equal to the number of Geese put into them, and the Fox is distinguished by being larger and taller than the rest. Such a board can be procured at most of the toy and variety stores; the other kind of board can be made in the same manner as the mærelle-table. The great deficiency of this game is, that the Fox must inevitably be blocked if the Geese are played by a skilful hand; for which reason, some players add another Fox.

THE END.

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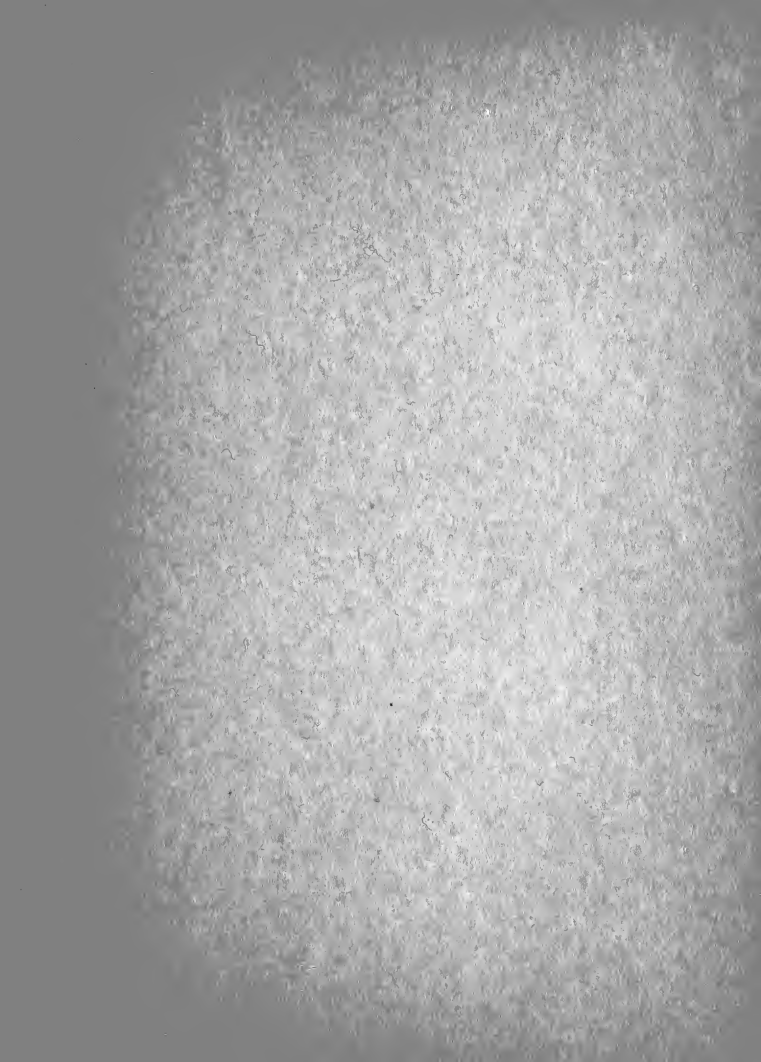




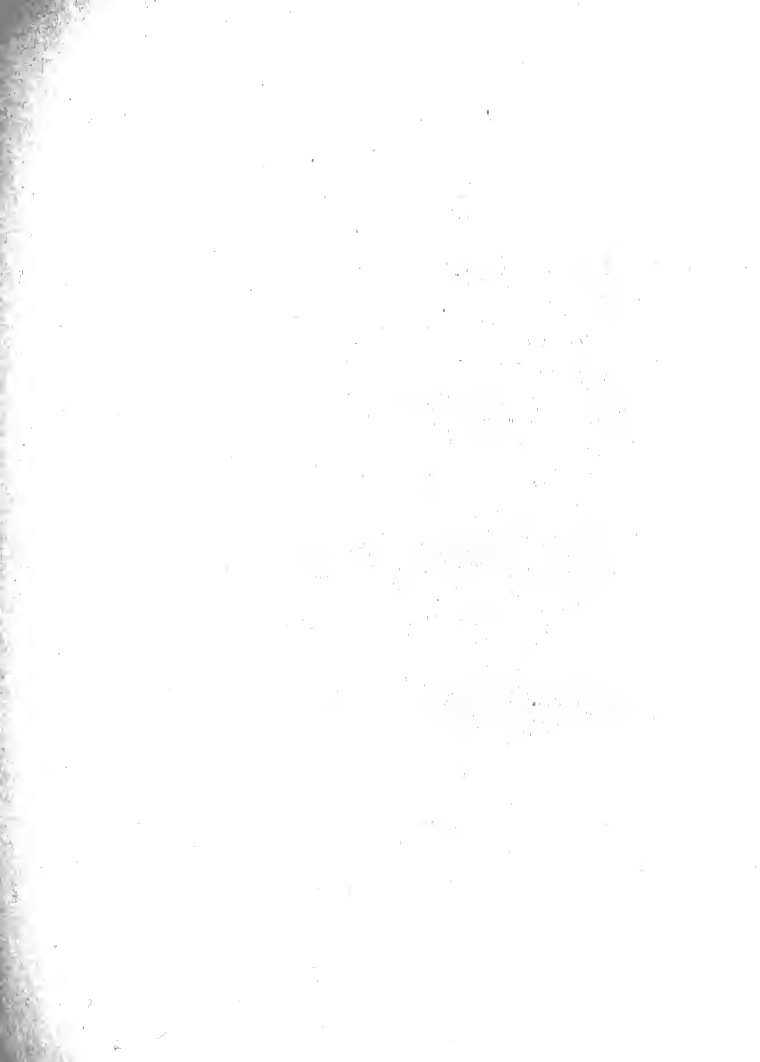










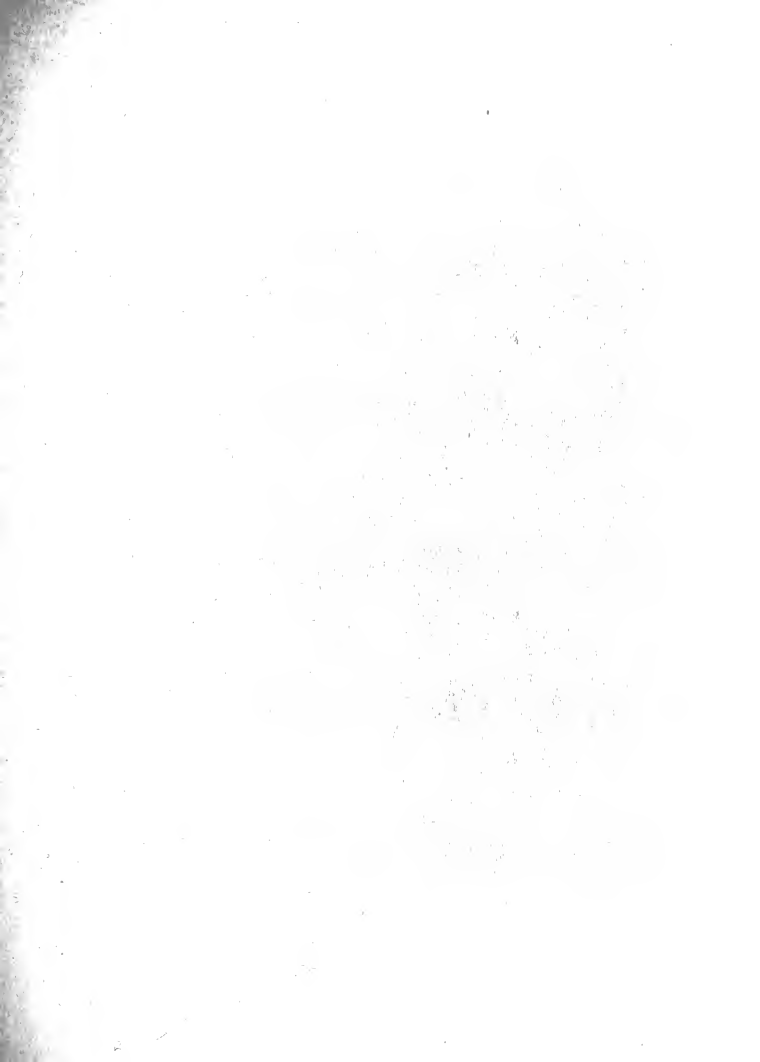








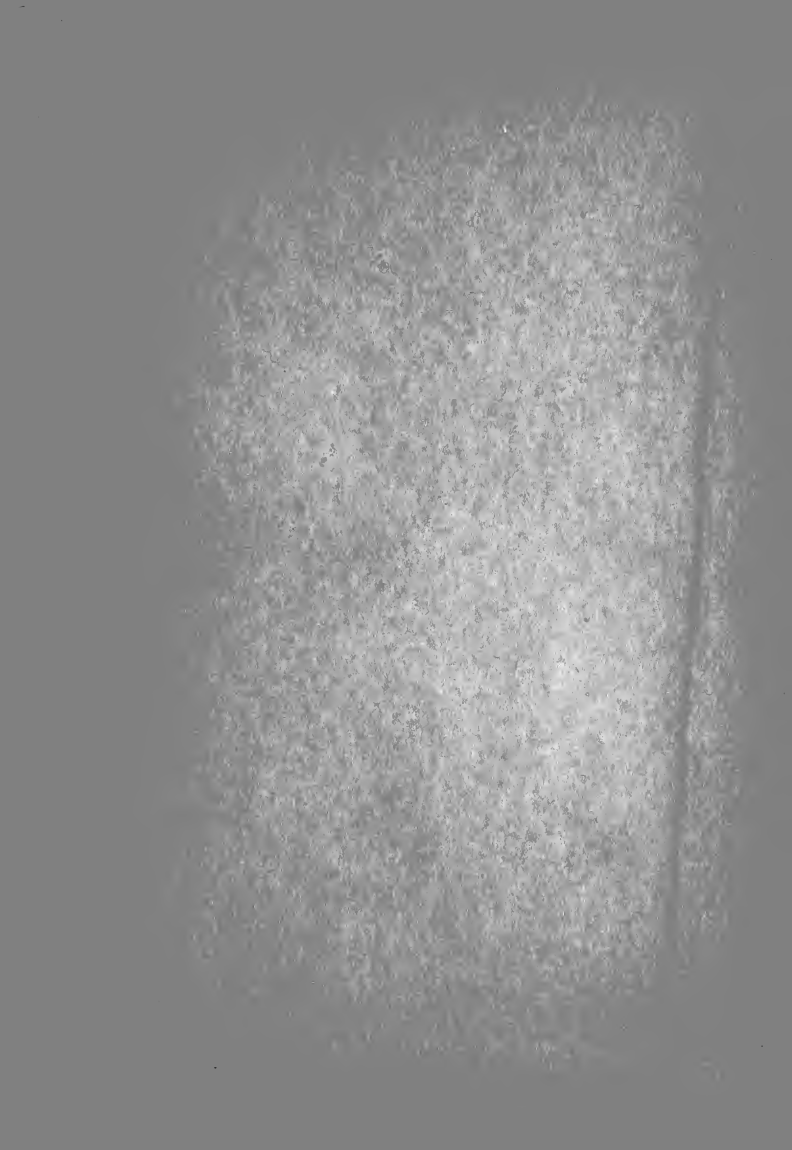




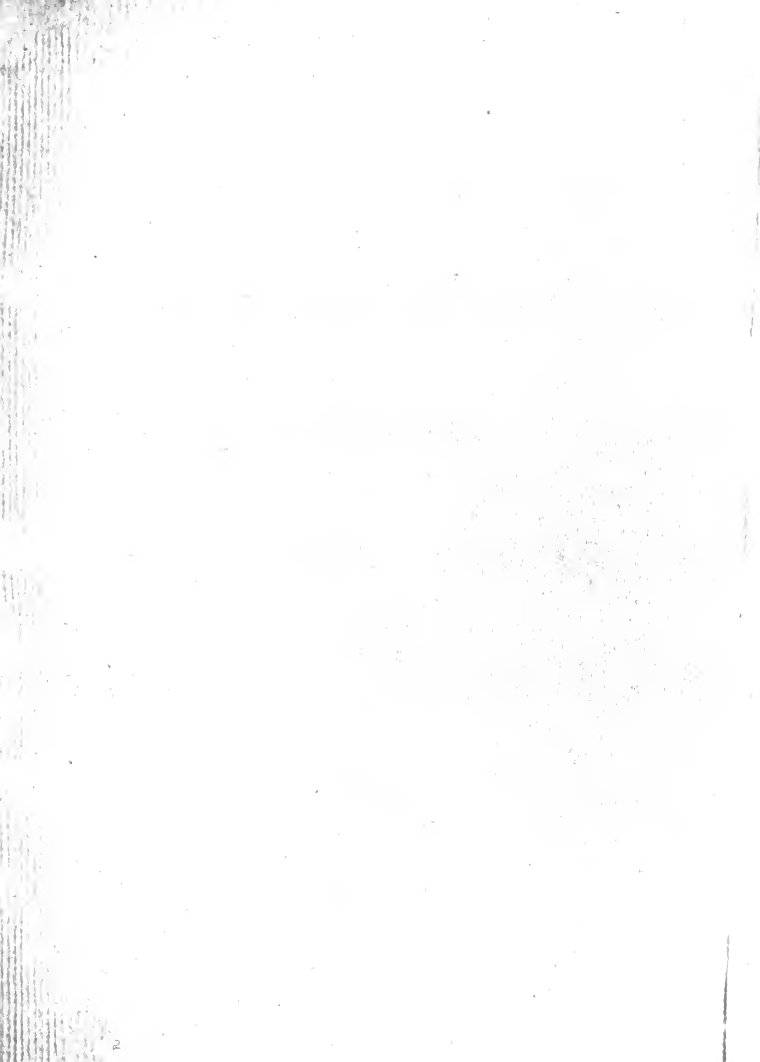
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